

09/885,382

L Number	Hits	Search Text	DB	Time stamp
1	0	("computer and pixel and (source same destination) and @ad<19991206").PN.	USPAT	2003/06/07 17:59
2	1862	computer and pixel and (source same destination) and @ad<19991206	USPAT	2003/06/07 18:00
3	632	(computer and pixel and (source same destination) and @ad<19991206) and pipeline	USPAT	2003/06/07 18:00
4	38	((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl	USPAT	2003/06/07 18:01
5	35	((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail)))	USPAT	2003/06/07 18:03
6	15	(((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)	USPAT	2003/06/07 18:05
7	15	((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)	USPAT	2003/06/07 18:05
8	15	((((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth	USPAT	2003/06/07 18:06
9	0	(((((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and (fetch same texture)	USPAT	2003/06/07 18:06
10	0	(((((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and (fetch same slope)	USPAT	2003/06/07 18:06
12	0	((((((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and (multiple same precision)	USPAT	2003/06/07 18:07
13	0	((((((((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and (multiple near precision)	USPAT	2003/06/07 18:08
14	77	((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and (multiple near precision)	USPAT	2003/06/07 18:08

15	0	((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and (multiple near precision) and "multiple levels of precision"	USPAT	2003/06/07 18:08
16	0	((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and "multiple levels of precision"	USPAT	2003/06/07 18:08
17	0	(computer and pixel and (source same destination) and @ad<19991206) and "multiple levels of precision"	USPAT	2003/06/07 18:09
18	0	(computer and pixel and (source same destination) and @ad<19991206) and ((multiple same precision) near levels)	USPAT	2003/06/07 18:10
19	0	(computer and pixel and (source same destination) and @ad<19991206) and ((multiple same levels) near precision)	USPAT	2003/06/07 18:11
21	3	(((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and ((floating same point) and "fixed point")	USPAT	2003/06/07 18:12
20	2	((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and (multiple near precision) and ((floating same point) and "fixed point")	USPAT	2003/06/07 18:14
11	15	(((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope	USPAT	2003/06/07 18:47
22	0	(((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and ((program\$9 near process\$3) same pipeline)	USPAT	2003/06/07 18:49
23	0	(((((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (z and alpha and blend and logic and dither and scissor and mask and stencil)) and (graphics same pipeline)) and depth) and slope) and (program\$9 near process\$3)	USPAT	2003/06/07 18:50
24	8	((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and (program\$9 near process\$3)	USPAT	2003/06/07 18:50
25	0	((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and opengl) and (texture and color and (lod or level of detail))) and ((program\$9 near process\$3) same pipeline)	USPAT	2003/06/07 18:51
26	4	((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and ((program\$9 near process\$3) same pipeline)	USPAT	2003/06/07 19:04

27	4	(computer and pixel and (source same destination) and @ad<19991206) and ((program\$9 near process\$3) same pipeline)	USPAT	2003/06/07 19:06
28	4	((computer and pixel and (source same destination) and @ad<19991206) and pipeline) and ((program\$9 near process\$3) same pipeline)) and ((computer and pixel and (source same destination) and @ad<19991206) and ((program\$9 near process\$3) same pipeline))	USPAT	2003/06/07 19:06
29	2	(computer and (graphics or rendering)) and opengl and ((program\$9 near process\$3) same pipeline)	USPAT	2003/06/07 19:30
31	0	((computer and (graphics or rendering)) and ((opengl or "D3D") near api) and @ad<19991206) and (program adj user)	USPAT	2003/06/07 19:31
32	0	((computer and (graphics or rendering)) and ((opengl or "D3D") near api) and @ad<19991206) and (program near user)	USPAT	2003/06/07 19:31
33	4	((computer and (graphics or rendering)) and ((opengl or "D3D") near api) and @ad<19991206) and (program same user)	USPAT	2003/06/07 19:32
30	47	(computer and (graphics or rendering)) and ((opengl or "D3D") near api) and @ad<19991206	USPAT	2003/06/07 19:59
34	48	(computer and (graphics or rendering)) and ((opengl or java3D or "D3D") near api) and @ad<19991206	USPAT	2003/06/07 20:15
35	50	(computer and (graphics or rendering)) and ((opengl or java3D or Direct3D or "D3D") near api) and @ad<19991206	USPAT	2003/06/07 20:35
36	1	((computer and (graphics or rendering)) and ((opengl or java3D or Direct3D or "D3D") near api) and @ad<19991206) and swizzle	USPAT	2003/06/07 20:35